

Program Description/Textbook or Print Instructional Material

Vendor: Realityworks
www.realityworksinc.com

Web Address:

Title: The Gamble™ Learning Program

Author: Realityworks, Inc.

Copyright: 2003

ISBN: N/A
and/or Health education

Course/Content Area: Family & Consumer Science

Intended Grade or Level: 7 – 12

Readability Level: Instructor Materials 8th grade level & Student Materials 5th grade level

List Price: The Gamble™ Learning Program - \$199 less 5% bid discount, plus shipping fees

Lowest Wholesale Price: not available

All materials bid as of July 1, 2003 must be offered in an alternative format for students who require reading accommodations. A description of the levels of accommodation is included on p.8-9 of this bid packet. The Kentucky Department of Education must receive a copy of the alternative format if the instructional material is placed on the State Multiple List.

Level of Accommodations (Level One, Two or Three) Level Three

If Level Two or Three, please provide rationale for not meeting Level One Compliance: Realityworks' Program Materials are designed in Quark Xpress, which is a page layout program that doesn't lend itself to XML, XHTML, or HTML format as required in Level One. To Convert Realityworks' Program Materials to this format would significantly delay any shipment of materials and would be at a great cost to the company. We do, however, qualify under Level Three, as we can provide all Program Materials in PDF format if specifically requested.

FEATURES

DISCLAIMER: The features of each book or program were developed by the publisher and do not reflect the opinion of the State Review Team, State Textbook Commission, nor of the Kentucky Department of Education.

Content: 1 set of curriculum materials; team competition activity items: 1 score-keeping template, 1 team competition activity case & spinner, 1 deck of "alcohol" cards, 1 deck of "consequence" cards; FAS baby shower activity items: 40 gift bags, 14 sheets of tissue paper, 40 shower gift cutouts

Student Experiences: Offers the student a curriculum that explores the effects of drug and alcohol use on an unborn infant. An FAS baby shower helps to personalize Fetal

Alcohol Syndrome. Gift bags and colorful shower gift cutouts add to the baby shower experience. The gift cutouts have a symptom of FAS printed on the back of each card. Students read the cards aloud and share how the symptom would affect an infant's life. The team competition is a fast-paced and fun review to prepare for the final test.

Assessment: To conclude, there is a team competition, which is a fast-paced and fun review to prepare for the final test. Teams take turns using the spinner on the cardboard bottle to determine which type of question to answer. There are two versions of the final exam for the teacher's use.

Organization: The Gamble™ Learning Program is a seven-day curriculum.

Resource Materials: n/a

Gratis Items To Be Provided And Under What Conditions: Replacement Program Materials pages available upon request and on a case-by-case basis.

Available Ancillary Materials: This ancillary item is HIGHLY RECOMMENDED FOR USE WITH The Gamble™ - FAS Manikin (refer to FAS Program Description), Drug-Affected Demonstrator (refer to Drug-Affected Demonstrator Program Description), and "...and down will come baby" video, replacement parts are available upon request. Shipping charge will apply.

RESEARCH DATA AND EVIDENCE OF EFFECTIVENESS

DISCLAIMER: The research data and evidence of effectiveness was provided by the publisher and does not reflect the opinion of the State Review Team, State Textbook Commission, nor the Kentucky Department of Education.

NOTE: *Please complete this section by indicating the research data and evidence of effectiveness or give a web site where the information is located. If there is no research data and evidence of effectiveness, please indicate "not available" in the space.*

Not available



Group V - Career/Technical Vocational/Practical Living Education Instructional Materials Evaluation Tool Family & Consumer Sciences



Title: The Gamble Learning Program		Cost: \$199.00	
Publisher: RealityWorks			
Item Evaluated: Teaching Kit			
Copyright Date: 2003		Evaluator: Connie Duvall	
Content Level: 7-12		Date of Evaluation: 7-30-03	
Level of Alternative Format	Level 1 – Full Compliance	Level 2 – Provisional Compliance	Level 3 – Marginal Compliance
This section completed by Exceptional Children Services			

Overall Strengths and/or Weaknesses

Disclaimer: Comments on the strengths and/or weaknesses of each book, material or program were written by members of the State Textbook/Instructional Materials Review Team and reflect their opinions . They do not reflect the opinions of the State Textbook Commission nor the Kentucky Department of Education. In addition, the State Textbook/ Instructional Materials Review Team completed each evaluation form during the week of July 28-Aug. 1, 2003. In order to maintain the integrity of the of the review team's comments, editing was limited to spelling and punctuation.

Recommendations:	
<input checked="checked" type="checkbox"/>	Recommended by reviewers to State Textbook Commission
<input type="checkbox"/>	Not recommended by reviewers to State Textbook Commission

Publisher's Explanation of Reviewer's Comments: By action of the State Textbook Commission, publishers are provided limited space, 150 words, to respond to what they may consider factual errors made by the reviewers in the evaluation.



**Group V - Career/Technical
Vocational/Practical Living Education
Instructional Materials Evaluation Tool
Family & Consumer Science**



Title: The Gamble Learning Program		Publisher: RealityWorks
Technology Management Summary Data:	20 possible points	0 points earned
Technology Management Comments: No student technology available.		
Technology Presentation/Interface Summary Data:	40 possible points	0 points earned
Technology Presentation/Interface Comments: No student technology available.		
Content Summary Data:	44 possible points	24 points earned
Content Comments: Could be utilized as a supplemental teaching aid in Child/Human Development and/or Parenting classes to help students explore the effects of drug and alcohol use on an unborn infant.		
Instruction & Management Summary Data	52 possible points	40 points earned
Instruction & Management Comments: Comprehensive 7 day curriculum.		
Organization & Structure Summary Data	36 possible points	28 points earned
Organization & Structure Comments:		
Resource Material Summary Data	40 possible points	12 points earned
Resource Material Comments:		



Group V - Career /Technical & Vocational/Practical Living

Electronic Instructional Media Review Form

Stand Alone/Independent or Integrated Software for Family & Consumer Science



Equipment (circle or change fill color)	Grade Level (circle or change fill color)	Audience (circle or change fill color)	Format (circle or change fill color)	Cost _____	
Windows	Primary	Individual	Stand Alone/Independent	_____ single copy	_____ site license
Macintosh	Intermediate	Small Group	Integrated	_____ network version	_____ school version
CD-ROM	Middle	Large Group	Supplemental	_____ lab pack of ____ copies	_____ online
DVD	High		In lieu of basal test		
Sound					
Other					

If other, explain _____

Type of Software: Check all that apply	_____ Simulation	_____ Management	_____ Interdisciplinary	_____ Problem Solving	_____ Tutorial
_____ Exploratory	_____ Creativity	_____ Drill and Practice	_____ Critical Thinking	_____ Utility	_____ Other:

Rating Scale:	3—Some of the time	1—None of the time
4—All or the time	2—Minimally	0— Not applicable

Management	Rating
Allows customizing for individual learning needs.	
Allows students to exit and resume at a later time.	
Keeps a students performance record, where needed.	
Allows control of various aspects of the software (e.g., turning sound off).	
Allows for printed reports.	
Comments:	Total 0

Presentation/Interface	Rating
Presents material in an organized manner.	
Has consistent, easy-to-use, on-screen instructions.	
Has developmentally correct presentation format.	
Adapts to different learning environments (learning styles/multiple intelligences, etc.)	
Accessible for special needs students.	
Runs smoothly, without long delays.	
Presents easy-to-view text and graphics.	
Presents easy-to-hear and understand sounds.	
Avoids unnecessary screens, sounds, and graphics.	
Provides immediate, appropriate feedback.	
Comments:	Total 0

Content—Family & Consumer Science	Rating
Family	4
Childcare/Parenting	4
Child/Adolescent/Human Development	4
Interpersonal Relationships	4
Goal Setting/Decision Making	4
Consumerism	0
Foods/Nutrition	0
Apparel/Textiles	0
Housing Interiors	0
Hospitality Careers	0
FCCLA: Family, Careers, Community Leaders of America	4
Comments:	Total 24

Rating Scale:	2—Minimally
4—All or the time	1—None of the time
3—Some of the time	0— Not applicable

Instruction and Assessment	Rating
Identifies a Sense of Purpose	4
Builds on Student Ideals	4
Engages Students	4
Develops Family & Consumer Science Ideas	4
Promotes Student Thinking	4
Assesses Student Progress	3
Enhances The Learning Environment	4
Reading level is appropriate for interest and ability level of intended student group; level remains consistent throughout.	4
Commonwealth Accountability Testing System (CATS) “like” Assessment is provided	2
Variety of Assessments (diagnostic, formative, summative, open response, multiple choice, individual, small group, oral, demonstrations, presentations, self and peer performance, portfolio prompts) is included.	2
Includes activities and opportunities for integration of technology.	0
Reflects researched-based practices (e.g. hands-on activities, technology, problem-solving situations)	3
Differentiation techniques and activities suggested.	2
Comments:	Total 40

Rating Scale:	3 – Some potential for learning	1 - Not present
4 – High potential for learning	2 – Little potential for learning	0 – Not applicable

Organization and Structure	Rating
Organization is logical and allows for spiraling of content.	4
Vocabulary and key terms are clearly defined and easily accessible within each lesson.	4
Visual illustrations (e.g. graphs, charts, models) and examples are clearly presented and content-related.	4
Illustrations and language reflect diversity (e.g. racial, ethnic, cultural, age, gender, disabilities).	4
Legible type, length of lines, spacing, and page layout and width of margins contribute to overall appearance and use.	0
Student materials seem durable and conducive to daily use.	4
Includes sufficient glossary, index and appendices.	0
Employs accurate grammar and spelling	4
Organization of material can be effectively used with Standards Based Units, Core Content and Program of Studies.	4
Comments:	Total 28

Resource Materials	Rating
Teacher materials coordinate easily with student materials (e.g. additional resources included at point of need, student pages shown, integration of technology indicated)	4
Activities are included that adapt to the various learning styles, intelligences, and interest/ability levels.	2
Extension activities including adaptations and accommodations for students with special needs.	2
Resources provide objectives, background information, common student errors, hints, advice for lesson implementation and real-world connections, connections with career and/technology and references (e.g. solution manuals, study guides)	4
Suggestions are made for integration of themes and /or interdisciplinary instruction.	0
Integration opportunities suggested and examples given.	0
Teacher resources are available online.	0
Online resources available – Repeat of information in text.	0
Online resources available – Practice skills only.	0
Online resources available – New application materials.	0
Comments:	Total 12

Rating Scale:	
4—All or the time	2—Minimally
3—Some of the time	1—None of the time
	0— Not applicable